

AMENDMENTS

In the Claims

The following is a marked-up version of the claims with the language that is underlined (“___”) being added and the language that contains strikethrough (“—”) being deleted:

1. (Currently Amended) A method for rendering a graphic primitive in a graphics system, the graphic primitive having a plurality of sides that define the edge of the primitive, the method comprising:

receiving, in the graphics system, a signal from an interface, the signal comprising data about a plurality of vertices of the graphic primitive ~~and a variable at a point being processed;~~

selecting, in the graphics system, an interior point within the graphic primitive;

~~selecting, in the graphics system, at least two side points located on a side of the~~
graphic primitive;

identifying, in the graphics system, a first side point on a first one of the sides and a second side point on a second one of the sides, the first side point and the second side point being points of intersection with the edge of the graphic primitive of a line segment intersecting the interior point, the first side point and the second side point each having a shared first channel value in common with the interior point;

~~determining, in the graphics system, for each of the at least two side points, a first ratio according to a first channel value for each respective one of the at least two side points and at least two of the vertices;~~

calculating, in the graphics system, a first ratio for the first side point according to the shared first channel value and a first channel value of each of the vertices of the first one of the sides;

~~determining, in the graphics system, one or more remaining channel values for each of the at least two side points based on the respective~~ a plurality of remaining channel values for the first side point based on the first ratio;

calculating, in the graphics system, a second ratio for the second side point according to the shared first channel value and a first channel value of each of the vertices of the second one of the sides;

determining, in the graphics system, a plurality of remaining channel values for the second side point based on the second ratio;

storing, in the graphics system, the plurality of channel values determined for the first side point and the second side point; and

determining, in the graphics system, a plurality of remaining channel values for each of a plurality of interior points intersected by the line segment and each having the shared first channel value, each of the remaining channel values for a respective one of the interior points being determined according to a corresponding stored channel value of the first side point and a corresponding stored channel value of the second side point.

~~determining, in the graphics system, a second ratio according to a first channel value for the interior point and the first channel values of the at least two side points;~~

~~determining, in the graphics system, one or more remaining channel values for the interior point according to the second ratio and the corresponding channel values of the at least two side points; and~~

~~storing, in the graphics system, one or more of the additional channel values for the interior point.~~

2. (Currently Amended) The method of claim 1, wherein determining, in the graphics system, ~~one or more~~ a plurality of remaining channel values for the first side point and determining, in the graphics system, a plurality of remaining channel values for the second side point each of the ~~at least two side points~~ further comprises performing, in the graphics system, linear interpolation using an interpolation engine to determine the remaining channel values for the first side point and the second side point ~~interpolated channel values of the two side points.~~

3. (Currently Amended) The method of claim 1, wherein determining, in the graphics system, ~~one or more~~ a plurality of remaining channel values for the first side point and determining, in the graphics system, a plurality of remaining channel values for the second side point each of the ~~at least two side points~~ further comprises performing, in the graphics system, perspective interpolation using an interpolation engine to determine the remaining channel values for the first side point and the second side point ~~interpolated channel values of the two side points.~~

4. (Canceled)

5. (Original) The method of claim 1, wherein the channel value represents color.

6. (Original) The method of claim 1, wherein the channel value represents luminance.

7. (Original) The method of claim 1, wherein the channel value represents a texture coordinate.

8. (Canceled).

9. (Currently Amended) A method of rendering a graphic primitive in a graphics system, the primitive including a plurality of edges, the method comprising:

receiving, in the graphics system, a signal from an interface, the signal comprising data about the plurality of vertices of the primitive ~~and a variable at a point being processed;~~

determining, in the graphics system, a first ratio for a first point on a first edge of the graphic primitive, the first ratio determined according to a shared first channel value of the first point and a first channel value of each of the vertices of the first edge ~~for a first channel value using at least two of the vertices;~~

deriving, in the graphics system, ~~one or more~~ a plurality of additional channel values for the first point based on the first ratio;

determining, in the graphics system, a second ratio for a second point on a second edge of the graphic primitive, the second ratio determined according to the shared first channel value and a first channel value of each of the vertices of the second edge ~~for a second channel value using at least two of the vertices;~~

deriving, in the graphics system, ~~one or more~~ a plurality of additional channel values for the second point based on the second ratio;

storing, in the graphics system, the channel values for the first point and the channel values of the second point;

determining, in the graphics system, a third ratio for ~~an~~ each of a plurality of interior ~~point~~ points having the shared first channel value based on the stored channel values for the first point and the stored channel values for the second point; and

determining, in the graphics system, ~~one or more~~ a plurality of additional channel values for the interior ~~point~~ points based on the ~~third ratio~~ ratios; ~~and~~

~~storing, in the graphics system, one or more of the additional channel values for the interior point.~~

10-11. (Canceled)

12. (Currently Amended) The method of claim 9 wherein determining, in the graphics system, ~~one or more~~ a plurality of additional channel values includes using, in the graphics system, depth values of the first point and the second point to determine a channel value for the interior ~~point~~ points.

13. (Canceled).

14. (Previously Presented) A system for rendering a graphic primitive, the graphic primitive including a plurality of vertices and edges, the system comprising:

a plurality of agents configured to receive information from an interface related to the plurality of vertices, a point within the graphic primitive, and generate output signals;

an arbiter coupled to the plurality of agents and configured to receive the output signals and to generate request signals;

an interpolation engine configured to receive the request signals and generate an output ratio signal dependent on at least some of the output signals from the plurality of agents; and

a router coupled to the interpolation engine and configured to transmit the output ratio signal to an input of at least one of the plurality of agents.

15. (Currently Amended) A system for rendering a graphic primitive in a graphics system, the graphic primitive having a plurality of sides, the system comprising:

a channel value input device configured to determine a channel value for each of a plurality of vertices of the graphic primitive using data received from an interface;

a point specifier, coupled to the channel value input device, configured to select an interior point within the graphic primitive and provide a shared first channel value for the interior point; and

an interpolation engine coupled to the point specifier and to the channel value input device, configured to determine a first ratio for a first side point according to a the shared first channel value provided by the point specifier and a first channel value of each of the vertices of a first one of the sides provided by the channel value input

~~device for each of at least two side points using data received from the interface,~~
~~determine a second ratio for a second side point according to the shared first channel~~
~~value provided by the point specifier and a first channel value of each of the vertices of~~
~~a second one of the sides provided by the channel value input device, determine an~~
~~interpolated channel value for each of the at least two side points~~ the first side point
using the first ratio and data received from the interface, determine an interpolated
channel value for the second side point using the second ratio and data received from
the interface, determine a ~~second~~ third ratio according to a the shared first channel
value provided by the point specifier ~~for the interior point~~ and the first channel values of
the ~~at least two~~ first and second side points and further configured to determine a
channel value at each of a plurality of interior points having the shared first channel
value provided by the point specifier ~~the selected interior point~~ using the ~~second~~ third
ratio and interpolation of the channel values for each of the ~~at least two~~ first and second
side points.

16-22. (Canceled).

23. (Currently Amended) A method of generating interpolated values for use in rendering a graphic primitive in a graphics system, the method comprising:

receiving, in the graphics system, from an interface an independent variable X representing the physical portion of a point within the graphic primitive;

receiving, in the graphics system, vertex values X_0 , X_1 of a primitive edge having the point within the graphic primitive with the physical position represented by the independent variable X ;

receiving, in the graphics system, depth values Z_0 , Z_1 associated with the vertex values X_0 , X_1 ;

calculating, in the graphics system, a ratio value dependent upon the independent variable at the point X , vertex values X_0 , X_1 , and depth values Z_0 , Z_1 ; and

storing, in the graphics system, the ratio value $[[.]]$;

receiving, in the graphics system, color values associated with the vertex values X_0 , X_1 ; and

calculating, in the graphics system, interpolated color values for the point based upon the ratio value and the color values associated with the vertex values of X_0 , X_1 .

24. (Canceled)

25. (Previously Presented) The method for claim 23 further comprising:

receiving, in the graphics system, texture values associated with the vertex values X_0 , X_1 ; and

calculating, in the graphics system, interpolated texture values for the point based upon the ratio value and the texture values associated with the vertex values X_0 , X_1 .

26. (Previously Presented) The method of claim 23 further comprising calculating, in the graphics system, a screen-based Z coordinate for the point based upon the independent variable X, vertex values X_0 , X_1 , and depth values Z_0 , Z_1 .

27-29. (Canceled).